The W.A.N.D.

VOLUME 5 NUMBER 11 Westchester Atari News Digest NOVEMBER 1987

from the EDITOR

by Rolly Herman

Our club is becoming quite diversified. We have members with 8 bit machines, ST's, Macintosh's, Apple's, IBM's (and IBM clones), and the latest that I am aware of, Amigas. How about some demos of these machines? The demo of the ST at the November meeting was very well received, and I think that we all would be interested in seeing these other computers being put through their paces.

This issue of the W.A.N.D. is weighted on the side of hardware, but there is a very nice Christmas Card Mailing List type-in program. The author thinks that using labels on Christmas Card envelopes is not in the best of taste. I agree, so I typed in the program, and it works well. It prints your return address and the name and address of the person to whom you are sending the card, directly on the envelope. A nice touch!

With our December meeting we enter the holiday season, with visions of good fellowship, and happy tidings. It also brings to mind the coming of the new year with its traditional New Year's resolutions. May I suggest that we all resolve to become more involved in our club, with better participation at meetings, helping with demos, and writing articles for the W.A.N.D.

HAPPY HOLIDAYS TO ONE AND ALL

MEETING NOTICE

Our meetings are usually held on the first Thursday evening of each month. Therefore, the next meeting will be on Dec. 3, 1987 at 8:00 PM at 100 High Point Drive, Hartsdale, NY. in the recreation room on the ground floor. Tell the guard that you are attending the Atari meeting. When you come into building 100, press the Black button for the guard to open the inner door. For travelling directions call Henry Jacoby at 914-761-8664.

The program will include all of the demos that were originally scheduled for last month, but had been postponed because of insufficient time. We will also have the raffle of SNAPSHOT, a terrific screen dump. So plan to attend.<>

Daisy-Dot, Font Conversion, and TurboBasic

by Rolly Herman

This article is being written using Daisy-Dot.

I have been experimenting with Dasiy-Dot for a number of weeks, and I finally got around to investigating the various fonts. Daisy-Dot comes with five fonts. These are NOT the regular 009 sector fonts, but special ones with about 14-15 or more sectors. After trying the five available fonts, my curiousity led me to go further. There is a BASIC program which will convert a 009 sector font to a Daisy-Dot font. I ran the conversion program, and it worked. However, it took about ten minutes to convert one font. This means that to convert a dozen fonts will take about two hours. There must be a faster way. I realized that Daisy-Dot was written in TurboBasic which gave me the idea to run the conversion program in TurboBasic. (Most BASIC programs will run in Turbo on XL/XE machines). I tried it and the same font conversion now took only three minutes. A significant speed up!

I decided to make up a separate disk containing TurboBasic, the conversion program, the fonts, and DOS. In order to run a program in TurboBasic, the TurboBasic has to be loaded or booted in first. TurboBasic is written in machine language, (via compiler) whereas the conversion program is in BASIC. This makes the loading process a bit complicated. Of course, it all can be done from DOS. First, boot DOS, then choose the "L" option to binary load TurboBasic, then type RUN and the file name of the conversion program. This will work but it is quite slow and cumbersome.

CONTINUED ON PAGE 4

[Editor's Note: The following article was reprinted from the DAL-ACE newsletter, Oct. 1986 issue, with our thanks.]

CHRISTMAS CARD MAILING LIST

by Jeff Golden

This is a reprint of an article that was submitted to the newsletter a few years back, and with the approaching season, I felt that this would be a good time to do it again.

The program is designed to print return addresses and "to" addresses directly on the envelopes. (The author felt that using mailing labels on Christmas cards would be tacky).

Most daisy-wheel and dot-matrix printers, with friction paper feeds, can be used with envelopes, but don't stuff envelopes in an Atari 1027 printer. The 1027 was not designed for printing envelopes, and could be damaged.

When printing envelopes, the program stops, displays the next name on the TV-screen, and allows you to select the proper card for Aunt Harriet. After inserting the envelope, answer "Y", and you get a neatly addressed envelope that anyone can read. The program also gives you the choice of skipping over Aunt Harriet, if you choose to do so.

Names and addresses are stored within the program in DATA statements. DATA statements were used so that you could use the BASIC source code editor to make corrections to your address list.

When adding new names to the list, the program generates the necessary DATA statements automatically. There is room in a 40K, or larger machine, for about 200 addresses. If this is not enough, you can start up a fresh copy of the program to hold the remaining names. If you really want to get fancy, you can keep the "A"s in one program and the "B"s in another.

Since the address list is part of your program, don't forget to SAVE your program every time you make any changes to the address list.

If you want to use the program to print mailing labels, delete lines: 240, 260, 280, 300, 340, 360, 380, 400, 420, and 500. Adjust the number of spaces placed in E$, by line 180, so that the addresses print in the proper print columns, and adjust the number of blank lines printed by line 520 so that the printer spaces properly to the next label.

```
20 REM **** CHRISTMAS CARD ****
40 REM **** MAILING  LIST ****
60 REM **** J. Golden 1984 ****
80 DIM A$(40),B$(40),C$(40),D$(40)
100 DIM E$(40),F$(1)
120 ? "Do you want to add names? Y/N"
140 INPUT F$
160 IF F$(1,1)="Y" THEN GOTO 600
180 E$="                    "
200 OPEN #2,8,0,"P: ":TRAP 30000
220 READ A$,B$,C$,D$:REM GET ADDRESS
240 ? A$:? "PRINT THIS ONE Y/N? ";
260 INPUT F$
280 IF F$(1,1)<>"Y" THEN 220
300 ? #2;CHR$(15);:REM CONDENSED PRT
320 ? #2;CHR$(27);"G";:REM DOUBLE PRT
340 ? #2;"Return Name "
360 ? #2;"Return Address"
380 ? #2;"Return City/State"
400 ? #2:? #2:? #2:? #2:? #2
420 ? #2;CHR$(18):REM RESET CONDENSED
440 ? #2;CHR$(27);"E":REM EMPHASIZED
460 ? #2;E$;A$:? #2;E$;B$
480 ? #2;E$;C$:? #2;E$;D$
500 ? #2;CHR$(27);"F":REM RESET EMPH.
520 ? #2:? #2:? #2:? #2:? #2:? #2
540 GOTO 220
560 REM
580 REM **** ADD NAMES & ADDRESSES ****
600 TRAP 640:X=0
620 READ A$:X=X+10:GOTO 620
640 X=1000+X+INT(X/4)
660 ? CHR$(125)
680 ? "DO NOT USE ANY COMMAS!!"
700 ? "Enter 1st address line "
720 INPUT A$
740 ? "Enter 2nd address line "
760 INPUT B$
780 ? "Enter 3rd address line "
800 INPUT C$
820 ? "Enter 4th address line "
840 INPUT D$:? CHR$(125);
860 ? "Press  RETURN  for each line "
880 ? :? X;" REM ***************":X=X+10
900 ? X;" DATA ";A$:X=X+10
920 ? X;" DATA ";B$:X=X+10
940 ? X;" DATA ";C$:X=X+10
960 ? X;" DATA ";D$:X=X+10
980 ? "GOTO 680 ":POSITION 0,0:END
1000 REM ***************
1010 DATA DALACE
1020 DATA P.O. BOX 851872
1030 DATA RICHARDSON TEXAS
1040 DATA        75085-1872
30000 END
```

Heck of a deal !

[Editor's Note: The following article was reprinted from the San Leandro Club newsletter, Oct. 1987 issue, with our thanks.]

Checking out the SX212

By Bob Woolley SLCC

For those of you with no modem, or a SIO connect 8-bit modem, or a 300 baud modem (leave anybody out?), Atari has got a great new product for you - the SX212 1200 baud modem. It has a standard RS-232 interface for those users with an 850, or an ST, or a P:R Connection and an SIO connector for those 8-bitters who lack an RS-232 box. It is Hayes compatible and even has a nice row of LEDs accross the front of the unit to keep you informed of its status (High Speed, Auto Answer, Carrier Detect, Off Hook, Receive Data, Send Data, Terminal Ready, and Modem Ready) . The best thing about this guy is that it only costs $99.95 - List Price. A product of increasing integration, it is another level up on the path to single chip, 1200 baud, modems - much like the 300 baud XM301 that preceded it.

I can remember my first RS-232 modem. It was also Hayes compatible, which seems to mean that it has to have 6 million switches set before your computer will talk to it. Not the SX212. Absolutely nothing to set on this guy. Move it from your 8-bit to your 16-bit system .... works just fine with no switch juggling. Aren't any to mess with, anyway. My X-Ray Vision tells me that there are jumpers inside, but it isn't something the average guy is going to fool with. I tried the 212 on my ST with FLASH. Although I am not any kind of TP expert, the modem worked just fine. It seemed to be perfectly happy with XModem downloads and such. Even the operator trying to interrupt my call didn't bring down the modem. Lots of garbage, but carrier stayed up. This is exactly what the computer industry needs - an affordable product that you just pull from the box and run !

When it came to my 8-bit system, I hit a little snag. Since the modem would connect to the SIO port, it has to either emulate an 850 and the Hayes modem, or not emulate the 850 and not work on my 8-bit. Guess which one I got?? Works just fine on the P:R Connection as a Hayes (knew that since it worked on the ST) . Didn't work at all as an 850. I tried a Status command to every address on the SIO buss and got no response from the SX. One thing for sure, no matter how it works, the modem requires a handler. Some devices load their own handler and some programs replace them with the handler that the program wants. So, without a handler, I had no chance to make the thing work. If the device didn't even talk to the CPU on the SIO buss, how could the handler talk to the modem? The XM301 modem came with an excellent communications program and plenty of documentation on disk to fully describe the handler necessary for that device. I quickly learned that an SIO cable (which is not included in the box - for obvious reasons. You can't use the SIO feature without the handler) and a version of EXPRESS will become available from Atari at some future date. I should hope so. Not requiring a P:R Connection or an 850 can save an 8-bit user as much as the cost of the modem itself. This is one of the greatest assets of this device, the ability to run without additional interfaces. Needless to say, this was most discouraging. Maybe a little hacking could help?

There was (is?) a company called Advanced Interface Devices that made a simple RS-232 adapter for the Atari SIO buss. Since the SIO is already a serial buss that can be programmed to operate in almost any mode, they thought they could just write a handler and wire up a cable that would suffice for RS-232 operation. They produced the R-Verter and managed to do exactly what I described - run the SIO as an RS-232 serial interface. With this in mind, and a little more X-Ray Vision, it appeared that Atari was using the same method on the SX212. There is a two chip modem set, a couple of RS-232 receiver/driver chips, an audio amp, an LS logic chip, and some sort of clock generator inside this modem. It would be very unusual for a modem chip set to be able to talk to an Atari SIO buss directly (the XM301 uses a microprocessor to operate as a modem and to talk to the buss). So, I had to conclude that Atari used the R-Verter approach. Close inspection of the SIO pins indicate that the -Command line (pin 7) is not

SX212 continued

even connected in the SX212. No way to do SIO without that pin. No SIO means an RS-232 emulator. The only one that I am aware of is the AID R-Verter.

So, I logged on to CompuServe and looked for an R-Verter handler in DL2. Luckily, I found exactly what I needed in a file called RVHAND.XMO. It is an R-Verter handler that has been re-compiled for use with HOMETERM. Following the RVHAND.DOC file, I created a copy of HOMETERM that would run on the R-Verter. Booted up on my SX212 and got the 850 status screen. Even though the modem is directly connected, the program thinks it is talking thru an 850. All the commands that I needed worked just fine on HOMETERM - downloads, disk directories, pauses, everything ! Tom Neitzel has passed on the word that the same handler will allow the SX212 to run Amodem 7.4, a program that I am not familiar with, but is very popular. I have not tried to replace the handler in EXPRESS with the R-Verter code. I don't think that task will be as simple as re-compiling the code, since EXPRESS seems to use all available memory. None the less, those 8-bit users who own SIO connect 300 baud modems can upgrade to the SX212 and start tele-computing immediately with Amodem or HOMETERM.

One or two more comments.

The manual states that the modem cannot be used on an 800XL with a cassette recorder. The Motor line is fed into the modem and is grounded thru a 680 ohm resistor. This appears to upset the 800XL or the recorder or somebody. I don't see any significant differences between the 800XL and the rest of the Atari line in this respect, so expect this restriction to apply to all 8-bit models.

A suggestion is made to place the modem on top of your disk drive and the phone on top of the modem. Some telephones have magnets in them - put it someplace else if you are not sure. Some disk drives generate considerable heat, while the SX212 seems very cool. I put my modem under my drive, leaving the vents on top of the drive clear for good cooling.

The bottom line on this modem is that it is a great value for the money, performs well and can be used on either 8 or 16 bit systems with a minimum of expertise. The 8-bit software is not yet available from Atari, but even that can be fixed for the time being. No modem offers you so much for so little. Don't overlook this bargain!!

[Editor's Note: The following article was reprinted from KEEPING P.A.C.E., Oct. 1987 issue, with our thanks.]

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ATARI — MUSIC

excerpted from Atari News
by John Nagy
Michigan Atari Magazine, August 1987

Atari has made a big noise in the music industry with the MIDI port on the ST. Since it is the only computer that offers such an item BUILT IN, plus has all th/ POWER and only that PRICE, the ST has becc the #1 computer of choice for musicians. Musicians? Yes, the computer is becoming so integral to modern music making, that MANY music stores now carry COMPUTER SOFTWARE, and YES, ATARI ST computers! Atari was the first computer manufacturer to go to the NATIONAL ASSOCIATION OF MUSIC MERCHANTS show, and was swamped by hopeful vendors. Who needs to dig between toys to buy Atari computers anymore...just look between the guitars and the drums.

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DAISY continued from PAGE 1

I wanted to have the disk boot-up TurboBasic and then go right to the conversion program. Here is the solution:

1. Format a disk and write DOS to it.
2. Copy TurboBasic, and the Conversion program onto the disk.
3. Rename TurboBasic to AUTORUN.SYS.
4. Rename the Conversion program to AUTORUN.BAS.

Now the disk will boot up TurboBasic and continue to boot the Conversion program and it will run in TurboBasic.<>

[Editor's Note: The following article was reprinted from the Huntsville Atari Users Group newsletter, November 1987 issue, with our thanks.]

ATARI TECHNICAL
(MICHIGAN ATARI MAGAZINE - 31 May 87)
130XE/800XL BATTERY BACKUP SYSTEM
SHAREWARE, HARDWARE PLANS
By: Pete Hunter

This Battery Backup system is designed to work with the Atari 130XE, or 800XL computer. If you are running a BBS on an expanded memory ATARI, this will allow you to run the message bases in the Ram-Disk without fear of losing them due to those little power "blips" and long outages. The little 10 second power losses are the most frequent cause of heartache to a BBS SysOp.

Well, fear no more. This hardware project has been sereral months in the making and testing. I have been using it on my BBS (BBS: EXPRESS!) for about 3 months now and the Great thing about it is you don't even have to open the case on your computer as it requires no alteration to your computer whatsoever.

At first I thought about offering it to Antic, or Analog for a hardware project but then decided to release it as a SHAREWARE type, hardware plan. As you already know, SHAREWARE really isn't Public Domain material. If you use these plans and they work for you, any donation you care to make will be appreciated and might encourage me to design a battery backup for the MID board by ICD, which would certainly be cheaper than a UPS, transverter type system (about $200.00 or more).

Plans for this Battery Backup are Copyright (c) 1986 by Pete Hunter Auctioneers Inc., 2760 W. Whiteside, Springfield, MO 65807

This device can be build for about $25.00 from Radio Shack Parts. The Author accepts no responsibility for them due to inability to control user design techniques and workmanship. Send all inquiries or donations to the above address.

Power Plug connection to computer:

Pin Configuration

```
Ground - 7o      o6 +5 Volts
Ground - 3o       o1 +5 Volts
Ground - 5o      o4 +5 Volts
                 o
                 2 Shield
```

NOTE: All part numbers are Radio Shack Part Numbers. Other parts of equal value may be substituted.

Parts List:

T1 - 273-1515 - Transformer - 18vct (2A)
V1 - 276-1770 - 5v regulator
Heat Sink for above - 276-1367
D1,D2,D3 - 276-1101 - 1N5400 Diodes
R1,R2,R3 - 271-1301 - 10 ohm resisters
R4 - 271-012 - 100 ohm resistor
R5 - Optional - See Text!
C1,C2 - 272-131 - 0.01uf capacitors
C3 - 272-1022 - 4700uf - 35v capacitor
C4,C5 - 271-135 - .1uf capacitors

If you can't find a 7 pin, DIN plug like what is on your Atari power supply you can get a 5 pin, DIN plug from Radio Shack - #274-003 for the power plug.

If you use the 5 pin plug, be extra careful as it is the same plug that goes into the Monitor Jack. If you plug 5 volts into the Monitor Jack, I am sure you would have problems.. so paint the plug red or something like that if you use the 5 pin plug. Any of the terminals that are marked +5 or ground will power the computer. BE EXTRA CAREFUL WHEN HOOKING THEM UP AND OBSERVE PROPER POLARITY.

This power supply can be assembled without a PC board by using a 5 lug, terminal strip. Be extremely cautious as you will have 117 volts present. The two 117v wires on the transformer should be taped and insulated to prevent electric shock. A PC board and plastic or metal case may be used if desired.

PRECAUTIONS:

Some electronic experience is ESSENTIAL to build this project. DON'T attempt it if you don't have experience. Get a friend or someone knowledgeable in this area to help.

GETTING STARTED:

First wire the line cord to the two 117 volt power supply leads on the transformer and insulate them by taping etc. You may also want to put a 1/2 amp fast/blow fuse inline on one side of the power cord for protection. You can tell which side of the transformer to hook the 117v line to because the low voltage side has 3 wires coming from it and the 117v side only has 2 wires.

Assemble the rest of the circuit as per the diagram. Look the circuit over very carefully before starting.

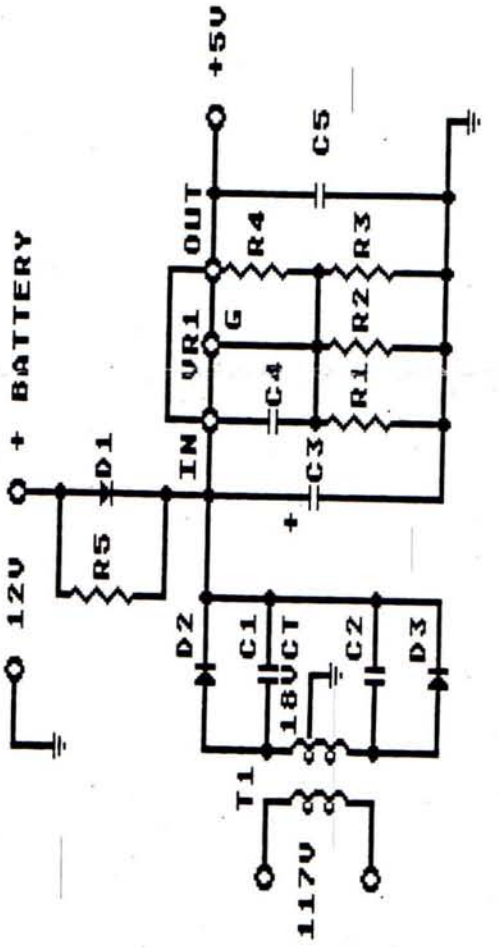
If you use a metal case for your power supply don't let the regulator or

heat sink touch it. Some people like to bolt the heat sink to the case for extra cooling but it will cause a short with this particular type of regulator. If extra cooling is needed, either use appropriate heat conductive insulators and bolt it to the case, or bolt it to a piece of scrap aluminium and keep it insulated from the case.

At the top of the diagram you will find "D1" and "R5"... This is the diode that allows the current to flow from the battery to the computer upon power failure. The resistor "R5" is a "BYPASS" "current limiting" resistor to allow the power supply to charge the battery. You may or may not want "Charger" capabilities. If you use a Motorcycle, or Car battery you will probably want to charge it a small amount. A 140 to 150 ohm, 1/2 watt resistor will allow about a 100 milliampere charge rate. A 700 ohm, 1/2 watt resistor would allow about a 20 milliampere charge. In order to determine other charge rates and the proper combination of resistors I suggest you purchase an "Ohms Law Calculator" from Radio Shack for the small price of about 50 cents. It is a small, sliding, cardboard chart similar to a slide rule.

In summation of the charging system: If you don't want to attempt to build it just delete "R5" from the circuit and charge the battery manually, with a separate battery charger. You can insert a DC Amp Meter in series with "R5" to determine the amount of current that is actually going to the battery. The Diode "D1" will only let the current go in one direction which is from the battery to the computer. No voltage willbe allowed to go "upstream" from the computer to the battery.

If you use latern type batteries, they are not designed to be charged, so delete "R5" from the circuit - should you decide to use this type. I recommend a Motorcycle, Garden Tractor, Car Battery, or Gel Cells be used as these will keep the computer going for several hours. If you use Gel Cells be sure they are at least 5 Amp hour batteries. A 12 Volt battery IS NECESSARY even though we are only ending up with 5 volts to the computer. The 7805 regulator needs at least 3 volts above it's operating voltage to work properly. Thus the 12 volts, as 8 volt batteries are in short supply. Anything other than 12 volts are not recommended.



If you have trouble, questions, or suggestions please call me at my BBS in Springfield, MO: The Auctioneer BBS 417/887-4969, or write to me.

Please feel free to share these plans with your friends, or other BBS'. They are intended for public distribution and may be shared or distributed freely.

(ED HAUG. Pete may claim copyright, but I don't think the dozens of books and magazines I have read, that date back many years and contain the same schematic, will pay much attention to his claim. This is a standard circuit and one of the many backup circuits used by HAM radio people and some commercial users for years. My reason for this comment is that I am a strong supporte of Shareware, but only when the work i truly original. This may be an original circuit for Pete, but not for us old electronic teacher types with over 40

years of experience behind us. So if you are going to CLAIM copyright, be sure you have something that is copyrightable, or some fogey like me will let you know about it. Other than that, it is a good article and an outstanding form of low cost backup. If I were into commercial computing or programing, I would not be operating without this type of protection on both my computer and drives. It also would let you pull the plug and operate in a thunder storm, using a battery TV.)

[ACUGON EDITOR'S NOTE: The schematic diagram accompanying this article was not the one as found in the Huntsville newsletter. That one was apparently done with ordinary printer type symbols and was very difficult to read. The diagram as shown here was done by John Palmer, our former Sec./Treas. using a program called CIRCUIT.BAS from A.N.A.L.O.G. magazine, Nov. 1984, issue #24. The printout that it creates, however, is very small, slow, and light, so I took the liberty of using PRINTWIZ to screen dump it for a nice dark, quick hardcopy.]<>

[Editor's Note: The following article was reprinted from the Huntsville Atari Users Group newsletter, Oct. 1987 issue, with our thanks.]

COULD YOU USE A BATTERY BACK UP ?

By Dave Porter (Edited - ED HAUG)

New Orleans ATARI Users Group.

You may want to consider battery back up power for the same reason I built one for a friend of mine. His 2 year kid recently unplugged his computer with two hours worth of composing and key strokes in memory. I once told my wife she could use the extension cord (that at the time had my computer plugged into it) and with out a thought let her unplug my computer with 13 pages of word processing document in memory, unsaved of course. For those reasons or if you happen to feel unexpected power failure is likely to ruin your important work before you save it, this may be for you.

This lets you use four nickel cadmium rechargeable batteries. These four batteries are rated at 1.2 volts per cell and therefore will give 4.8 volts when used in series. (End to end) Sure these batteries are more expensive but for less than the cost of a box of cheap no name disks you can do the whole thing and only once. Flashlight batteries will only work their life cycle and then need to be replaced. About $10 even at the most expensive retail prices should do this project. A lot less if you shop right.

Before you blindly do this, or before any of you more technical users question if I did my homework, let me say this only to give you some confidence in the idea. I am a degreed engineer and have attended schools on nickel cadmium batteries for both application and maintenance theory. And over the last 15 years I have developed several ni-cad (nickel cadmium) circuits for use in medical, marine, and field monitoring instruments for the oil production industry. In fact one typical benefit for using a ni-cad parallel system is it is one of the more reliable low voltage stabilizers available. That is, this circuit will provide excellent protection from small increases or decreases in supply voltage thus protecting your computer not just the data.

Use two crimp splice connectors. These are used in several automotive applications, everything from trailer light connections to the new cyclops stop light connections. All you need is two such connectors from RADIO SHACK or automotive parts house, a four cell battery holder, four nicad batteries, and a small length of flexible zip cord wire.

Take a small hobby type knife or thin knife blade and split the insulation along the grove of your ATARI power supply about six inches from the din connector that actually plugs into the back of the computer. If you do this you will not have damaged the insulation in any way but rather separated each of the two main wires supplying the 5.0 volts dc to your computer. No wire skinning is necessary on the power supply if you use these crimp type wire splices. One side of the power supply cord is clearly marked with a white stripe. This stripe is the plus 5.0 volt connection and should with the crimp splice be connected to a short length of wire to the plus end of your batteries. If you do this correctly success is guaranteed. Just make the other connection to the opposite wire and opposite end of your batteries and you should be finished.

You may get by on the smaller double a size batteries but they will only power the typical XL/XE for about 23 minutes. More than enough time to save your data during short duration failures. (Remember your disk drive won't work

either). If your failure is limited to some careless unplugging at the wall, this would be plenty of time to reclaim your system without loss of data. On the other hand, you could use some surplus batteries found in your unused grass clippers out in the garage, these sub C size batteries will provide complete computing power for up to one full hour or more. Additionally these batteries will not over charge and can be left connected permanently. Like your electric toothbrush, connected like this the batteries will receive a very small charging current both during and after computing and should be fully charged, ready and available at all times. Figure the charging current to be approx. 65 milliamps with your computer off and about 58 milliamps with it on. This amount of charging current should not put any noticeable strain on your power supply and falls right in accepted limits for what is called a "C 10" charging rate. That is ten percent of the rated batteries capacity. The slight variance in charging current is due to the small drop in output voltage when the computer is operational. I have used this setup for several weeks now and have enjoyed the confidence I have knowing my wife won't place my system in failure mode using the vacuum cleaner, and your two year old can pull on my wall cord without me having a heart attack.

[Editor's Note: The following three items were taken from Dave Lloyd's "Tidbit" column which appeared in the Mile High Atari Magazine, Oct. 1987 issue, with our thanks.]

Supra 2400 Modem.

Supra will soon release a new 2400 baud modem. Rumored to be priced at only $189.00. Features will include 100% Hayes compatablity, built in phone number memory,plus most all features found on most 'Smart Modems'. It looks quite a bit like a HAYES 1200 but is about 2/3 the size.

ATARI CALCULATORS.

Soon you may be seeing a complete line of calculators with the ATARI FUJI EMBLEM. Hartech Ltd. has licensed the name etc, and will be marketing a solar LCD 'credit card' unit, printing models, and larger office type desktop units. Just the thing to put next to your Atari's during a "Heavy" programing session.

8 BIT GEM TYPE INTERFACE.

ALAN REEVE made his mark with some nice Public Domain and later COMMERCIAL handlers for the now CHEAP ATARI CX85 keypad. Alan also has some other products, and recently announced a complete development system for 8-Bit ATARI computers,still under development in his Chicago based company. Diamond will be a complete programming enviorment similar in operation to GEM on the ST. Although this has been tried by a few programmers before (RE: GOS, the Zobian Rat,etc).Yet no equivalent to the C-64 GEOS has really arrived. DIAMOND may be the first. Designed to fully use the expanded memory ATARI(either 130XE or any upgraded machine), it will include windows and icons,alert boxes and mouse support addressable from any language or application software. Included are to be DIAMOND WRITE,DIAMOND DRAW,DIAMOND PUBLISH,and a plethora of desk accessories. Release date is a "HAZY" 'Fall 87'.

[Editor's Note: The following article was reprinted from JACG newsletter, Aug., 1987 issue, with our thanks.]

221B BAKER STREET

DataSoft/IntelliCreations
19808 Nordhoff Place
Chatsworth, CA 91311
(818)886-5922
LIST PRICE: $34.95

Review By Steve Godun

My first impression of 221B Baker Street, after glancing over the packaging, was but one word: CLUE. This game reminds me so much of the game Clue ((C) Parker Bros.) that I was willing to spend the $35 for it. 221B Baker Street is really a board game of the same name converted to computer, but somehow CLUE became more popular on family tables than 221B Baker Street did.

For those unfortunate few who have never played 221B Baker Street (the board game, that is), let me give you a brief overview. You play the role of a detective trying to solve cases ranging from simply (?) decoding a message to outright murder (or was it suicide?), while other players try to do the same before you do. Rolling a die allows you to move among the buildings and streets of England searching for clues. Nobody is going to jump out and start shooting at you, or try to get you to stand on a trap door, or anything else of the sort. With the obvious exception of the cases to be solved, this is a non-violent game.

Anyway, back to the computer version. Up to 4 players - or you can work on teams, if you like - compete to solve one of thirty crimes included on side 2 of the disk. Players/Teams can choose to don the appearance of the infamous Sherlock Holmes, Doctor Watson, Inspector Lestrade, or Irene Adler. Clues, found in the various establishments ranging from a Pawn Shop to Scotland Yard itself, can be placed under secret codes so that only the team that knows how to decode it will get the clue (this is optional; you can also have uncoded clues). Rolling the "die" (accomplished by holding down the SPACE BAR or the joystick button) allows your joystick-controlled detective to move from 1 to 6 "spaces" on the screen. The entire game board is represented (in excellent graphics) in a three-quarter overhead view. Not exactly true 3-D because your player can't actually disappear and reappear behind a buliding, but impressive nonetheless. And if you get lost, a map is instantly available with the tap of a key.

Clues are given out in parts, so it might take three or four clues to get, for example, the name of the killer. A little logic can spare you the extra clue-getting, since solving the crime in as little clues as possible will get you a higher rating.

The game disk also comes with a Case Book, containing a short background history on each of the 30 cases. In order to understand what's going on in the game, you have to read the case history that goes allong with the game you'll be playing. Each case history is short - usually no more than 5 paragraphs.

A somewhat unexpected treat is speech synthesis. It is very clear and is used throughout the game. For example, when the game begins you hear Holmes say "The game is afoot!" Entering the Carriage Depot brings in the clop-clop of horseshoes against cobblestone streets and the neigh of the horses. And an owl makes his usual sounds in the Park.

Almost all of the cases are very simple to solve. I would consider the age group for this game to be 10-14. Some of the cases are more difficult to solve than others, especially when multiple players are involved. Anyone who has had an interest in computer adventuring but found most adventures like the Ultima series or Infocom games will probably get a longer shelf life out of this one than the dedicated Infocom player (like me). It took me an average of 10 minutes each to solve the first 5 cases, and after that I shelved it. But remember, I'm an Infocom/Ultima person, so I have quite a bit of experience. Lending the disk to a friend who has just started adventure gaming proved my theory - he took on the first few cases and fell in love with it (I wish he'd give my disk back though - it's been a week!). This is definately a family game (have mom, dad, and Junior all join in).

Still, no game is perfect. My biggest disappointment to the game is its one-player mode. No computer opponent shows up on the game board - it's just you and your joystick. It wouldn't be so bad, except that you still have to roll the die to move. That gets a little frustrating after a little while, but you get used to it.

The only other complaint I have is disk access. Every time you enter or exit a building, the disk starts to spin. I would have preferred use of the 130XE's extra RAM to hold some of the data. Still, if you have a quiet drive it's no big problem.

Can I recommend this game? Yes. To whom? Anyone just starting out adventure gaming, those who find other adventures too difficult, and for younger gamers looking for a "grown-up" game. Excellent graphics, pleasant animation, clever, clear speech synthesis, and a non-voilent theme makes this game a winner.

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ATARIWRITER-PLUS PRINTER DRIVERS

reprinted from Michigan Atari Magazine, September 1987

	PRO-WRITER	NEC 8023	SG-10	PANASONIC KX-P1080	SMITH-COR D-100	EPSON FX-80	EPSON RX-80	LEGEND 1080	BMC-BX80	NX-10	MANN-TALLY CTI EPS, MX-80
Init. every line	Blank	*	*	*	*	*	*	*	*	*	27 85 0
Line Feed & C/R	155	*	*	*	*	*	10	*	*	13	141
Underline OFF	27 89	*	27 45 0	*	*	*	*	*	*	*	*
Underline ON	27 88	*	27 45 1	*	*	*	*	*	*	*	*
Backspace	8	*	*	*	*	*	*	*	*	*	*
Elongate OFF	15	*	27 87 0	*	*	*	*	*	*	*	*
Elongate ON	14	*	27 87 1	*	*	*	*	*	*	*	*
Bold OFF	27 34	*	27 70	*	*	*	27 72 27 70	27 72	*	27 70	27 72
Bold ON	27 33	*	27 69	*	*	*	27 71 27 69	27 71	*	27 69	27 71
UP 1/2 line (Super)	-	-	-	-	-	-	-	-	-	27 106 18	27 83 0
Down 1/2 line (Sub)	-	-	-	-	-	-	-	-	-	27 74 18	27 83 1
Down 1/2 line & C/R	-	-	-	-	-	-	-	-	-	27 74 18 13	-
Return W/O LF	13	155	*	*	*	*	-	13	*	-	141
Fonts (1 - 9):											
Pica	27 78	*	27 84 27 53 27 72 27 66 1	27 80	*	*	27 64	27 80	27 64	27 80	27 64
Elite	27 69	-	27 66 2	27 77	*	*	*	*	-	27 77	-
Compressed ON	27 81	*	27 66 3	15	*	*	*	27 33 4	15	27 15	27 69
Compressed OFF	-	-	-	18	*	*	-	-	146	18	-
Proportional ON	27 80	27 69	27 112 1	-	27 112 1	-	-	-	-	-	-
Proportional OFF	-	-	-	-	27 112 0	-	-	-	-	-	-
Italics ON	-	-	27 52	*	*	*	*	27 82 19	27 52	*	*
Italics OFF	-	-	-	27 53	*	*	*	-	27 53	*	-
Near Letter Quality ON	-	-	27 66 4	-	-	-	-	-	-	27 120 1	-
Near Letter Quality OFF	-	-	-	-	-	-	-	-	-	27 120 0	-
Superscripts ON	-	-	27 83 0	*	-	27 83 0	*	-	-	-	-
Subscripts ON	-	-	27 83 1	*	-	27 83 1	*	-	-	-	-
Scripts OFF	-	-	27 84	*	-	27 84	*	-	-	-	-
Underline ON	27 88	*	27 45 1	*	*	*	*	*	*	*	*
Underline OFF	27 89	*	27 45 0	*	*	*	*	*	*	*	*
Double Strike	-	-	27 71	-	-	-	-	-	-	-	27 71
Reset to Default	-	-	-	-	-	-	-	27 64	-	-	-
Normal C.S.Select	-	-	-	-	-	-	-	27 82 10	-	-	-

The above is a compilation of Printer Drivers for the Atariwriter+, published in various ATARI CLUB Newsletters during the last few months. Many thanks to:

Bill Lurie, LA-ACE - Prowriter, Legend 1080, and MMC-BX80.
Randy McSorley, PACUB - NEC 8023.
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Terry Watkins, HACKS - Epson RX-80.
Tom Neitzel, S*P*A*C*E - NX-10 (Dip Switch 1-8 should be OFF).
[illegible]ty Stickle, JACG - Mannesmann Tally, CTI, and Epson MX[illegible].

[Editor's Note: The following article was reprinted from KEEPING P.A.C.E., Oct. 1987 issue, with our thanks.]

TO THE MEMBERS OF THE ATARI COMPUTER USERS GROUP OF WESTCHESTER

AN OPEN LETTER

Fellow Atarians,

Well, here I am, sitting at my desk, trying to put some of my feelings down on paper. I was thinking about the "group" and wishing for a little of that comraderie. Since distance makes that a little difficult, I must share my thoughts this way, on paper.

It started with wondering why only one of you has written since my departure, but after sitting here pondering just what to say (and how to say it) I realized it's not easy to put thoughts into words unless there is something very specific one wishes to convey. It also occured to me that most of us did not interact on a personal level, but just as fellow members of the "group".

Some of us, however, went beyond that stage to become good friends as well. In any case, one does not have to be intimately involved with another to drop a line, so to speak, even if it's just to express good wishes or to let each other know they are alive.

Before this sounds like self pity or an appeal for letters from you, let me try to tie this all up. One of the primary purposes of the "group" was to establish communications among people with similar interests and goals. The use of the personal computer, obviously, is the common interest, but unless our ideas, problems and goals are 'communicated' to each other we're wasting our time.

So, whether you write a letter to me or write an article for the newsletter or write to someone you should have, don't be afraid to express yourself. Sit down and give it a try. I often thought I had nothing to say until I was encouraged to just 'do it'. This letter started as a single thought, (not hearing from my friends), and ended as a lecture but the point is that nothing at all would have gotten on paper if I didn't sit down and 'do it'.

OK, the lecture's over, I'll just let you know that all is well with me and my family and hope everyone can say the same. My computer has been busy, (I'm trying to establish a home-based business), and a small group of enthusiasts will be forming in the next month or so. Many things have changed, most for the better, and I will try to continue being active with ACUGOW in the years ahead.

I will be starting a few projects soon, the first of wich will be an un-interuptable power supply for my 800XL, and will report to the "group" when it is completed. I'm also looking forward to some new programs I will order soon and review for you.

Thanks for listening,

JOHN PALMER
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MERIDALE, NY 13806

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